

## USE OF THE DOUBLE AT ROYAL AUCTION

Bids With Two Meanings  
Made to Advantage in  
Some Situations.

### CHOICE FOR THE PARTNER

By R. F. FOSTER.

Among the peculiarly modern uses of the double is one which requires considerable judgment in handling on the part of both doubler and partner. This is the double with two meanings: the one that shows that the player thinks he can defeat the contract, but at the same time would rather his partner would try for game on some other bid.

To some persons this may seem rather anomalous bidding. Why, they ask, should a player indicate that the best he can do is to defeat the opponent's declaration and at the same time indicate that he would rather not be left to try it?

Yet there are many situations in which this kind of double can be used to better advantage than any other bid, because it conveys to the partner that most valuable of all privileges, the choice of two lines of play, depending on which better suits his hand, also because it indicates a controlled suit.

When the only thing to do is either to pursue the first declaration made or to throw it up altogether, one frequently does the wrong thing; but when there is a choice between two good things as against the opponents' one, mistakes are not so common.

Every good player knows the value of being able to show two equal suits by two successive bids, the more common situation being when it is his intention from the start to show them both and then to abide by his partner's choice. Many examples of this kind have been published in these articles.

But the same principle of bidding two suits can often be brought into play when the declarer has no intention at first of bidding anything except the one suit. The object of the secondary bid in such cases, which might almost be called a forced bid, is the same as the deliberate declaration of two different suits, to allow the partner to take his choice, to say which better fits his hand.

Here is an instructive situation of this character which came up in a recent duplicate match. Only one pair in the room went game on the hand and their bidding is an excellent example of correct inference.

♠ 6 3  
♥ 10 8 2  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

## PROBLEMS FOR 'SUN' READERS TO SOLVE

Hard Tasks at Checkers and  
Bridge for Honor List  
Candidates.

### KNIGHT'S ENDLESS CHAIN

Bridge problem No. 382, by R. F. Foster, made no pretensions to being difficult, but was intended to illustrate to the beginner the importance of allowing the partner to pick his discard and arrange his play after one of the adversaries had shown what he would do in defense. Here is the distribution:

♠ K 7 5  
♥ 10 8 3  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
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♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

♠ 9 7 5  
♥ 9 5 4  
♦ 10 8 3  
♣ 3 2

♠ 10 8 2  
♥ 7 6  
♦ 9 4  
♣ 6 5

♠ 4 2  
♥ 7 6  
♦ 10 7 6  
♣ 10 9 8 4

Clubs are trumps and Z is in the lead. Y and Z want four tricks against any defense.

The distribution of the cards is as follows:

Y has the ace nine seven three of hearts, and the jack of trumps. No diamonds or spades.

A has the king and four of trumps; ten six four of spades. No hearts.

Z has the eight of trumps; king jack deuce of diamonds, and the king of spades. No hearts.

Unfortunately problem No. 383 was printed upside down. The lead should be in Y's hand instead of Z's.

CHECKER ENDINGS.

Problem No. 382, by H. H. Haden, had the double merit of being perfectly free from complications and having at the same time a short and decisive solution.

Several correspondents express a hope that he will be heard from again.

The distribution of the pieces is: Black men on 5, 6, 13 and 22; king on 20. White men on 17, 23, 27 and 30; king on 15. White to play to win. Here are the moves that solve:

1. White. Black. 15-18. 22-26.

18-22. 26-31.

20-25. 31-34.

22-18. 18-22.

18-15. 24-18.

18-9. 6-14.

CHECKER HONOR LIST.

The last ten problems were probably about as hard as any ten that could be put together, considering the variety of the themes, and some of the cracks are still arguing about the soundness of the play.

Two or three have written that they could demonstrate a white win in No. 383, but so far none of them has done so. In No. 377 several insisted that 15-10 would solve, but none of the play sent in to back up that statement was sound.

Such was the strength of the attack by the composers that they made a record for this ten, as only one solver succeeded in winning a white membership card in The Sun Checker Club, James Hyland of Forestville, Conn.

Six solvers missed only one problem and got red cards. These are: C. E. Corliss, Brooklyn; Fausto Dalumi, New York; E. J. George, M. Lord, Stamford, Conn.; "Narek," Brooklyn, and A. B. Hawson, Albany, Vt.

Four of them missed two problems and got red cards. These are: "Hoboken," Ira J. Martin, Pawtucket; Edward Mulrooney, New York city, and J. H. Norcross, Fall River.

Seven of them missed three problems, which is not bad record when one considers the severity of the test. These were: J. J. P. Bronx; Owen Fox, New York city; E. J. Graf, New York city; L. S. Hart, Jr., Dunsmuir, Pa.; Arthur McDonald, Brooklyn, and W. S. Williams, New York city.

A number of the eighteen are new members, and it is expected that two of them start out with red cards.

As usual, the honor list will be suspended for the summer months, but The Sun will be glad to answer any questions about problems and to give whatever help it can to checker players everywhere, whether they are members of The Sun Checker Club or not.

If E. J. George will send his address to T. F. Hatfield, 606 River street, Hoboken, N. J., he will be furnished with a list of some excellent checker clubs in the vicinity of New York.

Here is an interesting little problem which has been kindly sent to The Sun by its composer, the checker editor of the Express Advertiser, Portland, Me.:

PROBLEM NO. 384. CHECKERS.

By Arthur Harmon.

Black.

White to play and win.

The distribution of the pieces is as follows: Black men on 4, 6, 18 and 21; kings on 5 and 27. White men on 11 and 31; kings on 3, 20 and 24.